```
Unit
+ killed
zapped
ucref
 sound
+ name
+ filename
+ old_state
+ damages
+ SubUnits
 mounts
and 53 more...
#csvRow
# networked
# serial
# net_accel
# attack_
        _preference
# unit_
      role
# nebula
# shieldtight
# fuel
# afterburnenergy
and 13 more...
+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()
         Missile
  # time
  # damage
  # phasedamage
  # radial_effect
  # radial_multiplier
  # detonation_
                _radius
  # discharged
  # had_target
  # retarget
  + Discharge()
  + isUnit()
  + Kill()
  + reactToCollision()
  + UpdatePhysics2()
  # Missile()
  # ExplosionRadius()
  # Missile()
  # InitMiss
  # Missile()
 GameUnit< Missile >
+ sparkle_accum
+ phalos
+ GameUnit()
+ GameUnit()
+ GameUnit()
+ ~GameUnit()
+ nummesh()
  GetImageInformation()
 RequestClearance()
+ UpgradeInterface()
+ Cloak()
+ Split()
and 23 more...
      GameMissile
  + Kill()
  + reactToCollision()
    UpdatePhysics2()
  # GameMissile()
```